Reconsideration and allowance of this application are respectfully requested in light of the above amendments and the following remarks.

Claims 1 and 2 have been canceled in favor of new claim 3. Support for the subject matter of claim 3 is provided at least in the original claims and Fig. 2 and its accompanying description in the specification.

The abstract has been amended to better conform with U.S. practice and thereby overcome the objection thereto.

Claims 1 and 2 were rejected, under 35 USC §103(a), as being unpatentable over Takashi (JP 2003099180) in view of Toru (JP 10307662). To the extent these rejections may be deemed applicable to new claim 3, the Applicants respectfully traverse based on the points set forth below.

Takashi discloses selecting a candidate code according to the number of times an input key is pressed. When a predetermined time has passed since the key was last pressed, the candidate code becomes fixed.

Toru discloses determining a character according to the number of times a button is pressed and voicing the determined character.

The Applicants submit that the combined teachings of Takashi and Toru suggest the following operations when an incorrectly entered character is replaced:

<1> selecting a character by pressing a key a particular number of times;

<2> fixing the selected character and voicing an identification of the fixed character when a predetermined time has passed since the key was last pressed; and

<3> when the user realizes the voiced identification of the fixed character is not the intended character, the user deletes the fixed character and re-selects and fixes the intended character.

For example, according to the teachings of the references, when the user wants to enter the text string "HELP," the steps are as follows:

(a) press "4" twice to select character "H" and generate string [H];

(b) when a predetermined time has passed for string [H_], fix "H" and output voice identifying character "H;"

(c) press "3" twice to select character "E" to generate string [HE];

(d) when the predetermined time has passed for string [HE_], fix "E" and output voice identifying character "E;"

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(e) press "5" three times to select character "L" and generate string [HEL];

(f) when the predetermined time has passed for string [HEL_], fix "L" and output voice identifying character "L;"

(g) press "7" three times to select character "P" and generate string [HELP]; and

(h) when the predetermined time has passed for string [HELP_], fix "P" and output voice identifying character "P."

However, if the user incorrectly enters a "G" instead of "H," the character selection and correction operation are as follows:

(a) press "4" once to select character "G" and generate string [G]; and

(b) when the predetermined time has passed for string [G_], fix "G" and output voice identifying character "G." The user notices the error from the voiced character identification and performs the following operations to correct the error:

(b1) press the delete key to remove the previously selected character, "G," from the string;

(b2) press "4" twice to select character [H]; and

(b3) when the predetermined time has passed for string [H_], fix "H" and output voice identifying character "H."

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The remaining characters of the string "HELP" are entered as described above, assuming no additional errors are encountered in entering the desired text string.

By contrast to the above process, the claimed subject matter corrects a mis-entered character in the following way:

<1> press a key a particular number of times to select a character;

<2> when a predetermined time has passed after the key was last pressed, output voice identifying the selected character; and

<3> when the user notices an error through the voiced character identification, the user presses the same key used to enter the incorrect character a particular number of times to select the correct character.

More specifically, with respect to the example provided above in regard to the combined teachings of Takashi and Toru, the claimed subject matter corrects the mis-entry of a "G" in the string "HELP" as follows:

(a) press "4" once to select character "G" and generate string [G]; and

(b) when the predetermined time has passed for string [G_], output voice identifying character "G."

The user notices the error from the voiced character identification and performs the following operations to correct the error:

(b1) press "4" once again to replace character "G" with character "H."
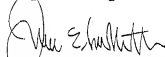
Thus, the Applicants respectfully submit that the claimed subject matter differs from the combined teachings of Takashi and Toru in that the claimed subject matter does not require a delete key to be pressed to replace an incorrectly entered character. Also, the claimed subject matter does not require the re-entry of the keystrokes leading to the mis-entered character. As a result, the claimed subject matter provides that advantage of reducing the key strokes required to correct a mis-entered character of a text string.

In view of the above points, the Applicants submit that the combined teachings of Takashi and Toru, considered individually or in combination, do not suggest the subject matter defined by claim 3. Therefore, allowance of claim 3 is deemed to be warranted.

Accordingly, it is submitted that this application is in condition for allowance, and a notice to that effect is respectfully solicited.

If any issues remain which may best be resolved through a telephone communication, the Examiner is requested to telephone the undersigned at the local Washington, D.C. telephone number listed below.

Respectfully submitted,

Date: October 22, 2007   James E. Ledbetter
JEL/DWW/att   Registration No. 28,732

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STEVENS DAVIS, MILLER & MOSHER, L.L.P.
1615 L Street, N.W., Suite 850
P.O. Box 34387
Washington, D.C. 20043-4387
Telephone: (202) 785-0100
Facsimile: (202) 408-5200